

Sub E2
E3
C2
6. (Three Times Amended) A method of transmitting information from a source device to a receiving device, the method comprising:

- a. forming x number of first frames wherein each of the first frames contains n units of data;
- b. forming y number of second frames wherein each of the second frames contains m units of data, and further wherein m is not equal to n;
- c. combining x number of the first frames and y number of the second frames into a stream of frames to achieve a predetermined frame rate; and
- d. transmitting the stream of frames from the source device to the receiving device; wherein the first frames and the second frames are of a same type and have same characteristics.

Sub E3
E4
C3
13. (Twice Amended) A source device for transmitting information at a predetermined frame rate, the source device comprising a controller for generating a data stream containing a plurality of first frames each including x packets of data and a plurality of second frames each including y packets of data to achieve the predetermined frame rate, wherein the data stream is transmitted at the predetermined frame rate and y is not equal to x and further wherein the first frames and the second frames are of a same type and have same characteristics.

Sub E4
E5
C4
17. (Twice Amended) A system for transmitting information at a predetermined frame rate, the system comprising:

- a. a source device for generating a data stream containing a plurality of first frames each including x packets of data and a plurality of second frames each including y packets of data to achieve the predetermined frame rate and y is not equal to x, wherein the first frames and the second frames are of a same type and have same characteristics; and
- b. a remote receiver coupled to the source device and configured to receive the data stream at the predetermined frame rate.